

# Fingers

Tiefling explosives quartermaster. Lithe, tall but hunched. Caked in soot, with burn marks and two missing fingers.

AC	HP TOTAL	CUR
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STR	DEX	CON
INT	WIS	CHA

★ Fire and explosive attacks deal 1 extra damage

# Rat

A rat-man in full pirate garb, about as large as a halfling

AC	HP TOTAL	CUR
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STR	DEX	CON
INT	WIS	CHA

★ Always has a rat handy, which follows his orders precisely

# Mack 'Shakes' Colton

Thing and boney, wears a hole-riddled slouch hat

AC	HP TOTAL	CUR
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STR	DEX	CON
INT	WIS	CHA

★ Advantage on ~~wrangling~~ grappling wildlife

# Finlynn the Merman

A banished merman, now fond of chain-smoking

AC	HP TOTAL	CUR
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STR	DEX	CON
INT	WIS	CHA

★ Can swim, but doesn't like it.

# Moby Mick

Dwarf-sized, black beard, salty man

AC	HP TOTAL	CUR
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STR	DEX	CON
INT	WIS	CHA

★ Has advantage on attacks against sea creatures

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AC	HP TOTAL	CUR
----	-------------	-----

STR	DEX	CON
INT	WIS	CHA

★ When naked, can spend a bonus action to inspire another (1d6)

# Charles Finsley

Whiskered teen who suffers from voice cracks and tall tales

AC	HP TOTAL	CUR
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STR	DEX	CON
INT	WIS	CHA

★ Can fit into the smallest of spaces that a human can fit into

# Georgie Thatcher

Dwarf-sized with grey-streaked beard and a kindly face

AC	HP TOTAL	CUR
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STR	DEX	CON
INT	WIS	CHA

★ Can make beer out of *anything* overnight

## Kiel Wortborne

Undead, smells of it, has a saber grafted onto his missing hand

<b>AC</b>	<b>HP</b> TOTAL	CUR
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<b>STR</b>	<b>DEX</b>	<b>CON</b>
<b>INT</b>	<b>WIS</b>	<b>CHA</b>

★ Doesn't need to breath, cannot have saber disarmed

## Mr. Smith

Tall, lean, and covered head-to-toe in scars and tattoos

<b>AC</b>	<b>HP</b> TOTAL	CUR
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<b>STR</b>	<b>DEX</b>	<b>CON</b>
<b>INT</b>	<b>WIS</b>	<b>CHA</b>

★ Always (ALWAYS) has a switchblade on him

## Violet Condor

Gorgeous blonde woman, rivaling the sirens in primal beauty

<b>AC</b>	<b>HP</b> TOTAL	CUR
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<b>STR</b>	<b>DEX</b>	<b>CON</b>
<b>INT</b>	<b>WIS</b>	<b>CHA</b>

★ Advantage on CHA rolls against men

## Stella, Dog

A german shepherd with the intelligence of a human

<b>AC</b>	<b>HP</b> TOTAL	CUR
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<b>STR</b>	<b>DEX</b>	<b>CON</b>
<b>INT</b>	<b>WIS</b>	<b>CHA</b>

★ Cannot speak, can swim, always succeeds on a catch check

## Ichido Matsumoya

Swordsman from the far-off lands of Wei

<b>AC</b>	<b>HP</b> TOTAL	CUR
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<b>STR</b>	<b>DEX</b>	<b>CON</b>
<b>INT</b>	<b>WIS</b>	<b>CHA</b>

★ Deals an extra 1d6 damage when attacking with advantage

## Parrot

Macaw-man fond of repeating lines. Has a shoulder monkey.

<b>AC</b>	<b>HP</b> TOTAL	CUR
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<b>STR</b>	<b>DEX</b>	<b>CON</b>
<b>INT</b>	<b>WIS</b>	<b>CHA</b>

★ Im-peck-able memory, pet monkey

## Kakkador

Fish-man with water-filled diving helmet clamped over head

<b>AC</b>	<b>HP</b> TOTAL	CUR
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<b>STR</b>	<b>DEX</b>	<b>CON</b>
<b>INT</b>	<b>WIS</b>	<b>CHA</b>

★ Can swim, breathes water, can't have head chopped off

## Beewun Forate

Swathed in classic pirate garb, only green glowing eyes visible

<b>AC</b>	<b>HP</b> TOTAL	CUR
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<b>STR</b>	<b>DEX</b>	<b>CON</b>
<b>INT</b>	<b>WIS</b>	<b>CHA</b>

★ Explodes if submerged in water, does not die by dismemberment

# Slick Swarthington

Dashing young lad with slicked-back, straw-colored hair

<b>AC</b>	<b>HP</b> TOTAL	CUR
-----------	--------------------	-----

<b>STR</b>	<b>DEX</b>	<b>CON</b>
<b>INT</b>	<b>WIS</b>	<b>CHA</b>

★ Has advantage on acrobatic maneuvers

# Kid

Literally a young boy

<b>AC</b>	<b>HP</b> TOTAL	CUR
-----------	--------------------	-----

<b>STR</b>	<b>DEX</b>	<b>CON</b>
<b>INT</b>	<b>WIS</b>	<b>CHA</b>

★ Melee attacks against Kid have disadvantage

# Gustaff Toothspitter

A man of impressive size and hairiness

<b>AC</b>	<b>HP</b> TOTAL	CUR
-----------	--------------------	-----

<b>STR</b>	<b>DEX</b>	<b>CON</b>
<b>INT</b>	<b>WIS</b>	<b>CHA</b>

★ Has advantage on strength checks

# Hooks

Has - and is incredibly skilled with - two hook hands

<b>AC</b>	<b>HP</b> TOTAL	CUR
-----------	--------------------	-----

<b>STR</b>	<b>DEX</b>	<b>CON</b>
<b>INT</b>	<b>WIS</b>	<b>CHA</b>

★ Is an excellent field surgeon; has advantage on medicine checks

## Pegs

Masterfully clatters around on two peg legs

<b>AC</b>	<b>HP</b> TOTAL	CUR
-----------	--------------------	-----

<b>STR</b>	<b>DEX</b>	<b>CON</b>
<b>INT</b>	<b>WIS</b>	<b>CHA</b>

★ Cannot be knocked over or moved against his will

## Hanmaddar of Neet

Wrapped top-to-bottom in a jet-black cloak

<b>AC</b>	<b>HP</b> TOTAL	CUR
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<b>STR</b>	<b>DEX</b>	<b>CON</b>
<b>INT</b>	<b>WIS</b>	<b>CHA</b>

★ Can inflict 1d4+1 damage to self to reroll any die (rolled by him)

## Old Man Jacobs

A stooped old sailor long past his prime

<b>AC</b>	<b>HP</b> TOTAL	CUR
-----------	--------------------	-----

<b>STR</b>	<b>DEX</b>	<b>CON</b>
<b>INT</b>	<b>WIS</b>	<b>CHA</b>

★ Half your total HP, double your modifier when aiming a gun

## Kelly

A bloke clad in a specially-fitted iron shell

<b>AC</b>	<b>HP</b> TOTAL	CUR
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<b>STR</b>	<b>DEX</b>	<b>CON</b>
<b>INT</b>	<b>WIS</b>	<b>CHA</b>

★ Resistant to physical damage, disadvantage when aiming a gun

